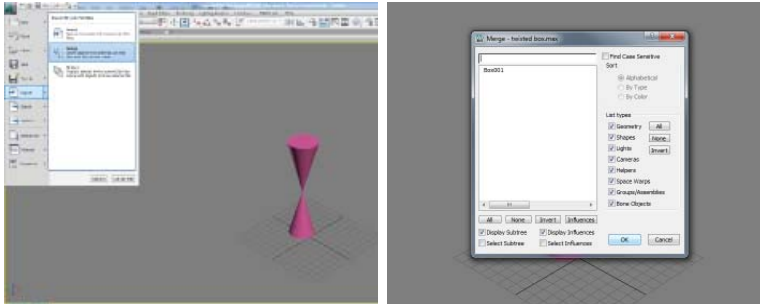


Importing native 3ds Max files into a different 3ds scene

1. Open the 3ds Max file you would like to import objects into
2. Click the home tab and select 'import - merge' in order to import native formats



3. In the prompt window you will have the option of importing only certain objects from the scene you would like to add. For this case we can import all of the entire scene
4. Once those objects are added you can edit geometry, materials, lights, etc. just as if you had the other file open